

CITY OF FRESNO
PARKS, AFTER SCHOOL, RECREATION AND COMMUNITY SERVICES
ADULT SPORTS SECTION

COED RECREATION SOFTBALL

Revised: 2015

PLAY REGULATIONS

Rules not specifically mentioned will be governed by the Amateur Softball Association (ASA) rules.

Coed Recreation (Pitch to your own team) will not be allowed to hit any homeruns over a fence. An out will be recorded and runners must go back to their starting base.

Rule 3 Section 3E [3]: EFFECTIVE 2014: The 52/300 12 inch ball will be the only 12" ball allowed in Men's Adult Slow Pitch, Men's Co-ed, Men's Master's Slow Pitch and Junior Olympic Boys Slow Pitch, with the exception of Seniors.

Removes the .44/375 12" ball as an approved ball for all Men's Adult Slow Pitch, Men's Co-ed, Men's Master's Slow Pitch and Junior Olympic Boys Slow Pitch Championship Play beginning January 1, 2014.

- a. **Coed Recreation – Sliding:** For safety reasons, sliding is allowed in the Recreation Division. However, no sliding is allowed at home plate.
- b. No leading off base. No stealing bases
2. Alcoholic Beverages – City of Fresno does not allow alcoholic beverages on any city park. Consumption of alcohol on the premises will result in removal from the park and City of Fresno Adult Sports Leagues for one year.
3. Once schedules are made, **NO REFUNDS** are allowed.
4. Games must start at the scheduled game time; therefore, **line-ups** must be given to the umpire on the scorecard before game time. **First and last names** of players must appear on the scorecard.
5. **Both teams must field eight (8) ball players** (4) male (4) female to constitute an official team. **EXCEPTION:** In case of an injury during the game, a game may continue with one (1) less player.
6. Game time is forfeit time! **Exception:** First game has a ten (ten) minute grace period. The first week of the season all games have a ten (10) minute grace period (game time will be deducted from the grace period.) Must have at least 8 players.
7. Length of game is seven (7) innings or fifty-five (55) minutes. If the game is tied after seven (7) innings and time remains, game will enter into a tiebreaker rule: last out of last inning starts on second base in extra inning.

8. Run rule – 15 after five (5) innings
9. **A thrown ball from the outfield to first base will result in an automatic safe call and the runner will be awarded an extra base. The “rover” is considered an outfielder.**
10. A base runner cannot leave the base until the batter has swung or made contact with the ball and is not out.
11. Each batter is limited to three (3) pitches.
12. The batting team shall use their own pitcher to pitch to their own players.
NOTE: Pitcher must be on the team’s roster.
13. A pitcher can only pitch from any rubber that is visible. The pitcher must have at least (1) foot on the rubber at the time of release.
14. The batter is automatically out if the pitcher touches the ball when the ball is in play after a fair hit.
15. The infield fly rule will be in effect when it applies.
16. All players must remain in the dugout or behind the playing line (not including the on deck batter).
17. The distance of the base paths will be seventy (70) feet.
18. All players must bat in rotation (male/female), regardless if they are not playing in the field. This must be determined at the beginning of the game and the official must be notified.
19. Any player not able to take his/her turn at bat when it comes up will be ruled automatically out. The loss of a player due to injury will result in an out every time that player is due to bat. **See diagram on last page for explanation (only if NO SUBS are available).**
20. A batted ball that goes sharply and directly from the bat to the catchers hand(s) or glove/mitt is an out.
21. No bunting, chopping, or half swinging at the ball. Batter will be ruled out at the umpire’s discretion.
22. A team may use one (1) courtesy runner per gender per inning. Any player that is listed on the lineup may run at any bag.
23. Any female or male players arriving after the start of the game may be substituted for one equal (female for female, male for male) player in the original line-up or he/she may be added to the bottom of the line-up if it does not violate the ratio of men to women players. **Note: Add-On's may occur after the team has hit through the line up, if the line up is not complete. Late Add-On's must be a straight substitution - 1 for 1, gender for gender.**
24. Athletic footwear is required of all participants. Rubber cleats or turf cleats are allowed.
NO METAL SPIKES, NO TRACK OR FOOTBALL CLEATS ALLOWED.

25. A league game ending in a tie at the end will be recorded as a tie. A point system will be used to determine standings as follows:

League standings and post-season pairings are based on:

1. Overall record based on points (win= 2 pts / tie= 1 pt. / loss= 0 pts.)
 2. Head to Head
 3. Victory margin over head to head opponent, if team split season series
 4. Fewest runs allowed over season
 5. Coin flip
26. The ball must be thrown to the pitcher by an infielder. Once the infielder controls the ball, the ball is dead, no runners can advance. If the ball is thrown to the pitcher by an outfielder, the pitcher is not obligated to catch it and runners may advance at their own risk.
27. A defensive player **“may not block”** a base in attempting to prevent a runner from getting to that base.
Effect: The runner will be declared safe.
Note: A defensive player may be ejected, at the discretion of the umpire.
28. A second home plate shall be placed (8') feet from the back top of home plate on an extended line from first base.
29. There will be a (20') ft. line marked between 3rd base and home plate. Any runner that passes that mark has to continue forward to home plate. Automatic force out at home place.
30. A runner **may not “run over”** a defensive player in order to avoid a tag.
Effect: The runner will be declared out.
Note: Runner may be ejected, at the discretion of the umpire.
31. Once a player is on a team roster, he/she may not switch and play for another team. If the player quits, he/she is ineligible to play in the same division.
32. Four complete innings constitute a game when called due to rain, darkness or other bad weather conditions. Games stopped by the time limit shall be considered complete regardless of the number of innings played.
33. **Each team shall furnish the umpire with a new official ASA / .52 core ball at game time. Ball shall not exceed the 300lbs compression.** Best ball available shall be used at all times at the umpire’s discretion. No game shall start until each team has furnished the umpire with a new ball. If a new ball is not furnished to the umpire by game time, the game shall be forfeited to the opposing team. The umpire has discretion to negotiate a mutual agreement between the coaches.

34. **ASA Banned Bat list will be enforced.**

Article 510 N. 06 of the 2006 ASA Code, any player discovered using an altered bat, including a doctored bat or a bat with additional weight shall be called out and disqualified from further City of Fresno league play and ASA Tournaments from one to ten years. City of Fresno/ASA shall have the right to take possession of a bat that is, in the sole discretion of the City of Fresno Parks, After School, Recreation and Community Services Department reasonably suspected to be an altered bat. In the event the suspected altered bat is tested and determined to be an altered bat, then the player shall surrender ownership of the altered bat to City of Fresno/ASA; otherwise a bat of equal or greater value, in the sole discretion of City of Fresno/ASA, shall be returned to the player. A team that is discovered using or have within its possession or control an altered bat may be disqualified from further league play or tournament competition.

35. A team roster shall consist of a minimum of eight (8) and a maximum of twenty (20) team players on a team contract, unless other arrangements are made with the Adult Sports Supervisor.

PLAYER QUALIFICATIONS

Team players are those persons who sign the original team contract.

1. All players must sign the original team contract. A manager or other person shall not sign a team contract for another person. The penalty for signing another person's name on a contract is a one-year suspension. The person who signs another person's name on a contract will be held liable in case of injury to the person whose name was signed.
2. A player **may play on more than one team per night PROVIDED** the teams he/she plays for are **not in the same league**. Participants who are accused of being illegal or ineligible must provide proof of identification to the Sports Office, by a pictured identification, or the game will be forfeited. Acceptable "picture identification" will consist of one of the following documents:
 - Department of Motor Vehicles Driver's License
 - Department of Motor Vehicles Identification Card
 - Student Body Card
 - Passport
 - Employee Identification Card
 - Any Notarized Identification
3. A player must be 18 years of age or older to be eligible to participate with an adult team. Any player under the age of 18 years old will be required to have a City of Fresno photo I.D.
Absolutely NO players under the age of 16 years old – NO EXCEPTIONS
4. An **ADD/DROP FORM** must be filed in the sports office for any additions or deletions of player(s) to the original team roster/waiver. Forms will be accepted up to the fifth (5th) game.
5. A player signing a contract is eligible to play on the same day as the contract has been filed in the Sports Office.

6. Any player who is listed as a member of a team that is dropped or officially disbanded will be considered automatically released.
 - a. Automatically released players are eligible to play on another team after signing a contract with the new team, provided that the team falls below the minimum, and at least one half ($\frac{1}{2}$) of the season is still remaining. Approval must be given by the Sports Supervisor for any players to be allowed to play on any other established team.
7. Any player who is on the roster of a college, junior college, high school or junior high school squad, and is competing under C.I.F. rules and regulations is ineligible to compete in any City Athletic Leagues until completion of their school's current league schedule. Player's name (**Not Signature**) must appear on the official team contract prior to the contract's deadline date. The league in which a player wishes to participate will be determined by the team with whom the player signed his/her contract. A written letter is required from the school to release said player to participate. Player must then sign official team contract before legal to play.
8. Any player who is called into the Armed Forces of the United States may be replaced immediately upon authorization of the Adult Sports Supervisor. The replacement will be eligible to compete upon the date of signing a team contract. Any player returning from the Armed Forces of the United States shall be eligible to compete in the City League upon written request and subsequent approval of the request by the Adult Sports Supervisor. A signed contract must be filed at the Sports Office. A copy of induction and/or discharge papers is required by the Recreation Department before final approval.

PROTESTS

1. **ALL RULE PROTESTS** must be made verbally to the official(s) in charge by the manager immediately following the disputed rule.
 - a. The protest **must be recorded on the scorecard** at the time of the protest and **signed** by the protesting manager, the opposing team manager and the game official(s) before play resumes. If opposing team manager chooses not to sign, the official(s) should note that on the scorecard.

SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.
 - b. All rule protests must be made in writing and filed in the Sports Office by 5:00 p.m. the next working day following the disputed game. Failure to do so will eliminate all consideration of the rule protest.
2. **ALL ILLEGAL PLAYER PROTESTS** must be made verbally to the official(s) during the game.
 - A. The protest must be recorded on the scorecard at the time of the protest and signed by the protesting manager, the opposing team manager and the game official(s) before the game resumes. If opposing team manager chooses not to sign, the official(s) should so note that on the scorecard.

SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.
 - B. All illegal player protests must be made in writing and filed in the Sports Office by 5:00 p.m. of the next working day following the disputed game. Failure to do so will eliminate all consideration of the rule protest.

- C. During league play, if an illegal player is identified by the Recreation Staff or Adult Sports Supervisor, corrective action may be taken up to and including one (1) business day after that league's last official game.
- D. Anytime a player and/or manager, coach, etc. is found playing illegally in the program, he/she will be dealt with individually by the "Code of Conduct" rules.

Dead time during a protest is an official time-out. That time will be added at the end of the game.

APPEAL PROCESS

- 1. Only individuals directly involved in the infraction, or their authorized representative, may address the Adult Sports Supervisor.
- 2. The Adult Sports Supervisor shall be the final authority in the interpretation of all rules and in determining any points not satisfactorily covered in the rules.
- 3. The Adult Sports Supervisor considers all advice, suggestions and recommendations in making its final decision. The decisions made by the Adult Sports Supervisor shall be final and not subject to appeal.
- 4. To find the status of an appeal, the team manager may contact the Adult Sports Supervisor the next working day.

AGREEMENTS

Upon filing and accepting an official contract for a City League in the Sports Office, each manager agrees that he/she has read all the rules & regulations and further agrees that he/she will conduct himself/herself and control his/her team in accordance with all policies, rules and regulations of the City of Fresno Department of Parks and Recreation and Fresno Unified School District.

RAINY OR BAD WEATHER PROCEDURES

On the day or days in question, **the manager/coach only** of each team will call the Weather Hotline at 621-6725 **after** 3:00 p.m. for the following information:

- 1. Which fields are not playable
- 2. Which leagues are affected by the weather
- 3. If games will be rescheduled or moved in the near future
- 4. Any additional information needed to maintain the best play for all concerned

ON OFFENSE

*If a female substitute is not available for an injured female player, an out will be recorded in her spot every time she is scheduled to bat.

ON DEFENSE

If the injured female cannot play defense, her team must play with 8 players in the field - 5 men, 3 women - down one (1) player on defense.

Line Up Presented to Umpire

1. Male
2. Female
3. Male
4. Female
5. Male
6. Female
7. Male
8. Female
9. Male
10. Male
11. Male

Actual Line Up After Injury

1. Male
2. Female
3. Male
4. Female
5. Male
6. Female
7. Male
8. *Injured Female - Out Recorded
9. Male
10. Male
11. Male

EJECTION - NO SUBSTITUTE AVAILABLE

Umpires discretion - either ball game will be forfeited, or out recorded in vacant spot.

SEEDING

Teams will be placed in a league in as fair a manner as possible. Ability level, past performance, and special requests will all be taken into consideration but not guaranteed. The City of Fresno PARCS Department reserves the right to move any team up or down a division to create a level playing field.

RAIN OUT & ACTS OF NATURE

Make up week(s) will be provided at the end of the regular season schedule. Games will be made up at the discretion of the Sports Supervisor.

TEAM MANAGEMENT

Only the team manager will be required or allowed to handle team matters as they relate to the Adult Sports Program.

ADD/DROP

Player(s) can be added to a team roster up to the fifth (5th) game. This process is to be done through an Add/Drop Form obtained from the Sports Office in addition to the player(s) signing the Official Team Roster. Any player(s) added after the deadline, in an incorrect manner will be declared ineligible and the team's games will follow the forfeit process.

PROTEST

A team may protest a rule interpretation that occurred during a game. This protest must be filed by the manager or coach no later than 5:00pm the next business day. The winning team cannot file a protest; however, the manager or coach can call the Sports Office and discuss the situation with the Sports Supervisor. Judgment calls cannot be protested.

THE 150" FT. LINE

Four outfielders must be present in the outfield

Females are not required to play in the outfield.

1. A thrown ball from the outfield to first base will result in an automatic safe call and the runner will be awarded an extra base.
2.
 - a. 3 male outfielders, 1 female outfielder
* The male outfielders must remain behind the line until contact is made. The female outfielder may play in front of the 150 ft. line and position herself as a rover but must remain on the grass. **The rover position is still considered an outfielder and cannot make a play at First base.**
 - b. 4 male outfielders
* All outfielders must wait until contact to cross the line.
 - c. More than one female outfielder (ex. 2 men, 2 women)
*Only one of the female outfielders will be permitted to come in front of the line and play the rover position.
 - d. If short, only 7 or 8 players present
*All outfielders positioned must remain beyond the 150" Ft. line.
3. Penalties for failure to comply with rule
 - a. Warning (optional)
 - b. Runners on base, no contact by batter: Every base runner will be advanced 1 base.
 - c. No runner on base, no contact by batter: Warning: Ejection if repeated and flagrant.
4. Runners on base, contact by batter:
 - a. Team violated against has choice of play or advancing runners 1 base and awarding batter 1st base or the result of the play.

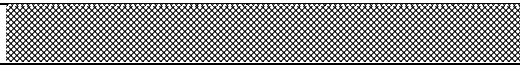
All City League athletic events are provided to foster a positive, competitive, and enjoyable sporting environment. However, keep in mind that we all must go back to work the next day. "Rough Play" or "Horse Play" will not be tolerated as it can result in injuries. Keep the games in perspective and have a good time.

FRESNO STYLE COED RECREATION SUPPLEMENTAL DEFENSE AND BATTING ORDER RULES

OFFENSE

- I. A standard Coed Recreation line up consists of eleven players - four women, seven men.
- II. Players must be alternated until the line-up runs out of females. No more than four men can bat in a row: **Sample A:** three at the bottom and one at the top of the line-up.
Sample B: if line-up starts off with a female then four men can bat in a row at the bottom of the line-up.
- III. A team with two or less females present at game time cannot play - **forfeited game.**

SAMPLE LINE-UPS

Line-Up A		Line-Up B		Line-Up C	
STANDARD - MALE BATS FIRST		SHORT ONE (1) FEMALE		FEMALE BATS FIRST	
1. Male		1. Male		1. Female	
2. Female		2. Female		2. Male	
3. Male	4 Women & 7 Men	3. Male	3 Women & 4 Men	3. Female	4 Women & 7 Men
4. Female		4. Female		4. Male	
5. Male		5. Male		5. Female	
6. Female		6. Female		6. Male	
7. Male		7. Male		7. Female	
8. Female				8. Male	
9. Male		8. Female*	When a 4 th female arrives then three (3) men can be added to the line-Up.	9. Male	Four (4) males bat in a row at bottom of the line-Up
10. Male		9. Male		10. Male	
11. Male		10. Male		11. Male	
		11. Male			

DEFENSE

1. A standard defense consists of five men and four women. The fielders are placed wherever the coach deems appropriate. The only restriction involves the rover position in front of the 150 ft. line. The rover must be a female. No more than five men can play on defense. **This restriction does not apply to women.**

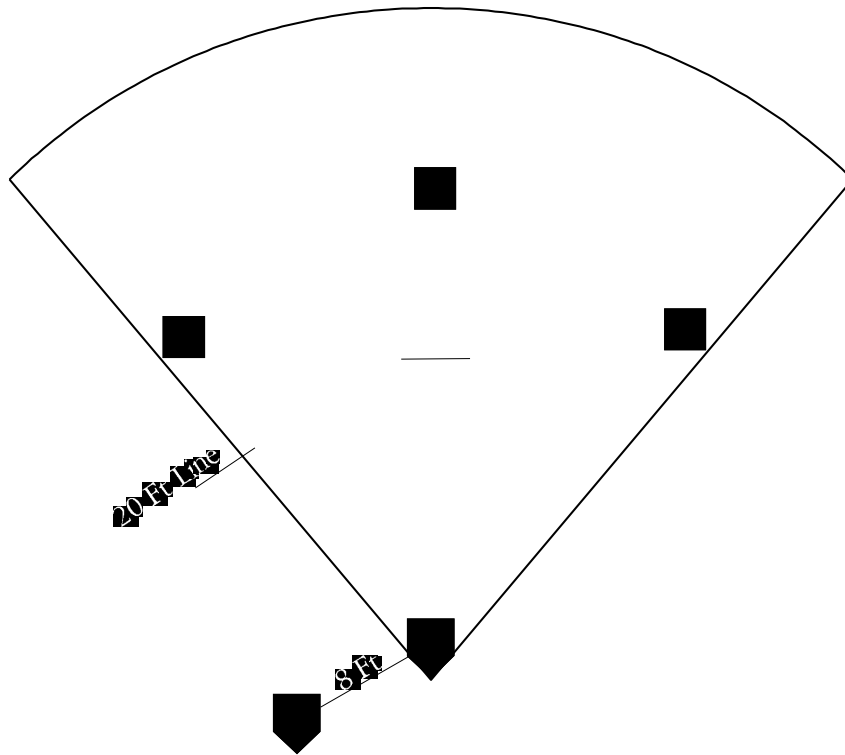
STANDARD ALIGNMENT

SHORT A FEMALE - 7 PLAYERS

* The "Standard Defense Alignment" and the "Short a Female" positions listed above are examples **only**.

EXTRA HOME PLATE RULE

(Coed Rec. Only)



1. Any offensive player that is rounding third base to go home must use the extra home plate only (any player that steps on the official home plate will be called out).
2. There will be a 20 ft line from 3rd base going towards home plate. Any player that crosses this point must continue forward to extra home plate.
3. A play at home plate will result in a force out. A defensive player can only use the official home plate.
4. If the runner stops running and goes back to third base, the play will be dead and the runner will be out and any trailing runners will go back to their original base.
5. If the defensive player attempts to tag the runner coming home. Play is dead, and the runner is awarded the safe call and trailing runners will advance one bag without scoring.

(THIS IS AN A.S.A. OFFICIAL SOFTBALL PLAYING RULE)